

# Machines

THE TIMES THEY ARE A - CHANGIN'

COME GATHER 'ROUND PEOPLE  
WHEREVER YOU ROAM  
AND ADMIT THAT THE WATERS

# Goal:

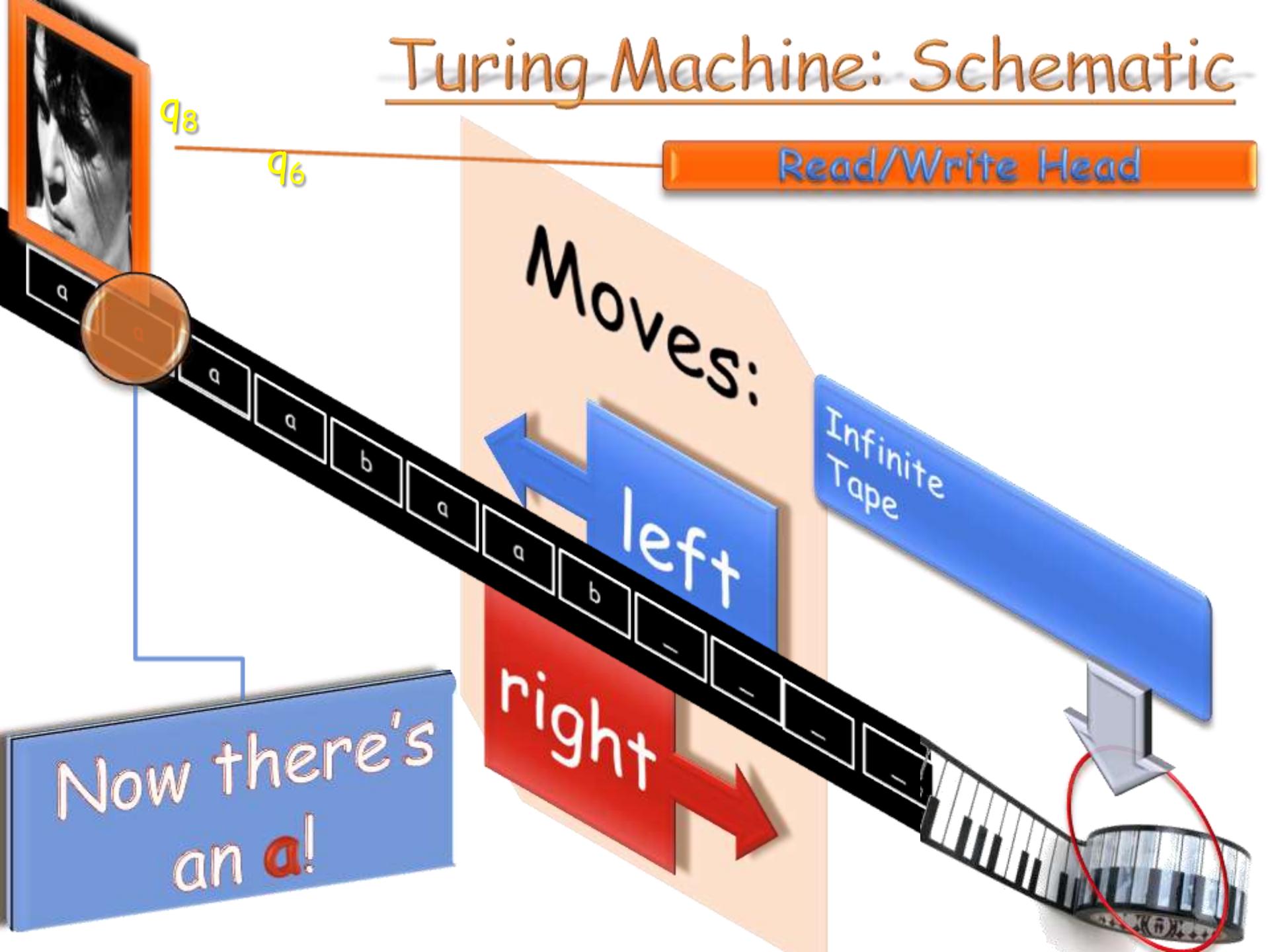
- Complexity Theory classifies computational problems according to the amount of resources (say time) required
- Revisit the computational model "Turing Machine", this time discuss **bounds** on its resources and how **robust** they are

# Plan:

- Deterministic Turing machines
- Multi-tape Turing machines
- Non-deterministic Turing machines
- The Church-Turing hypothesis
- Complexity classes as bounded TMs.



# Turing Machine: Schematic

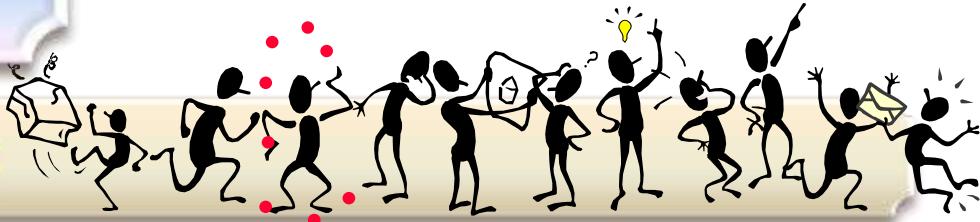


TM: Formally

Syntactically, a TM consists of the following objects:

**Q**

finite set of states

 **$\Sigma$** 

input alphabet: a finite set

Excluding “-”

 **$\Gamma$** 

tape alphabet

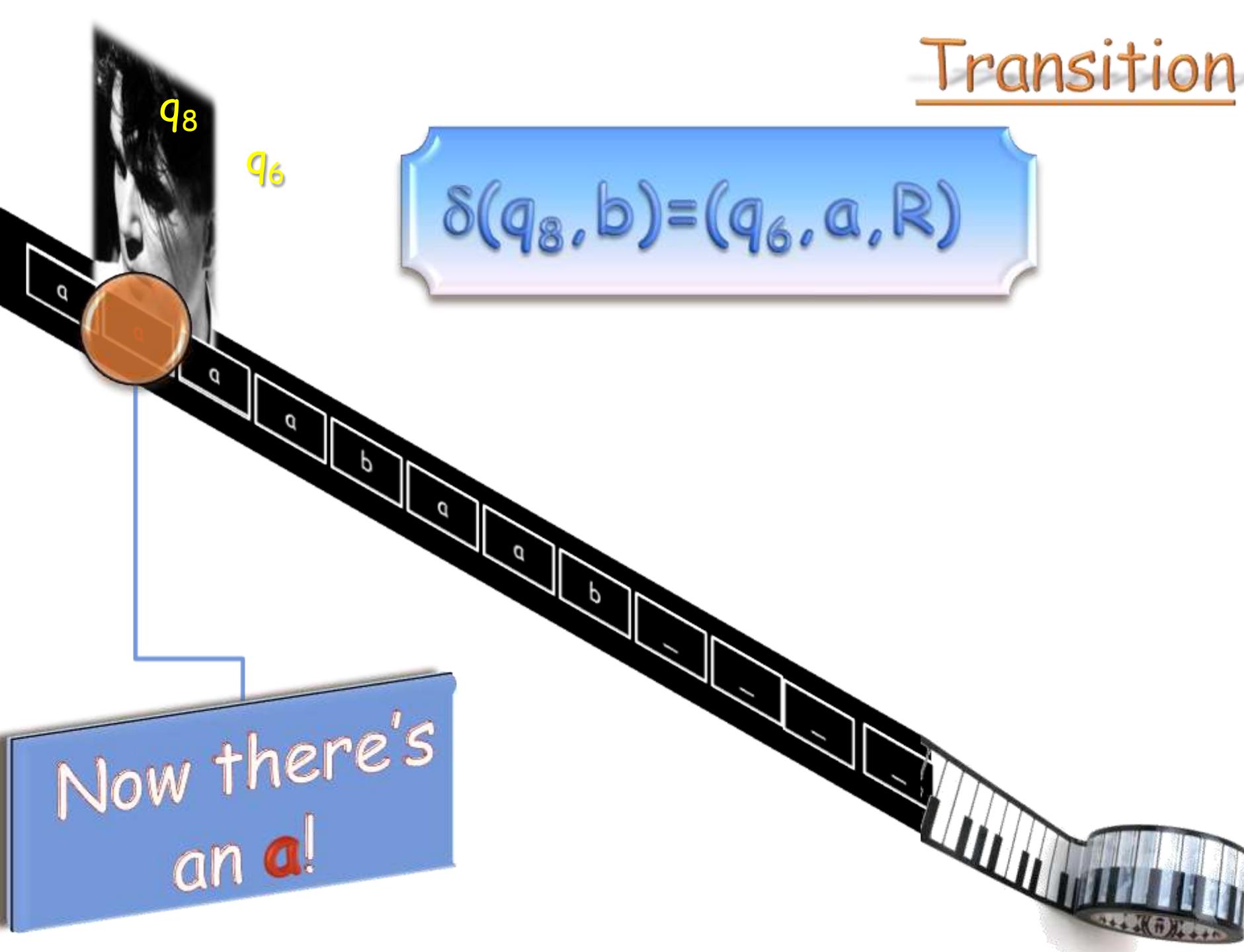
 $\Sigma \subseteq \Gamma$  and  $_ \in \Gamma$  **$\delta$**  $\delta: Q \times \Gamma \rightarrow Q \times \Gamma \times \{L, R\}$  - the transition function **$q_0$** 

start state

 **$q_{acc}$**  $\in Q$  accept state **$q_{rej}$**  $\in Q$  reject state $q_{reject} \neq q_{accept}$

# Transition

$$\delta(q_8, b) = (q_6, a, R)$$



# Computations

## Initial Configuration

- For input "abaabaab"

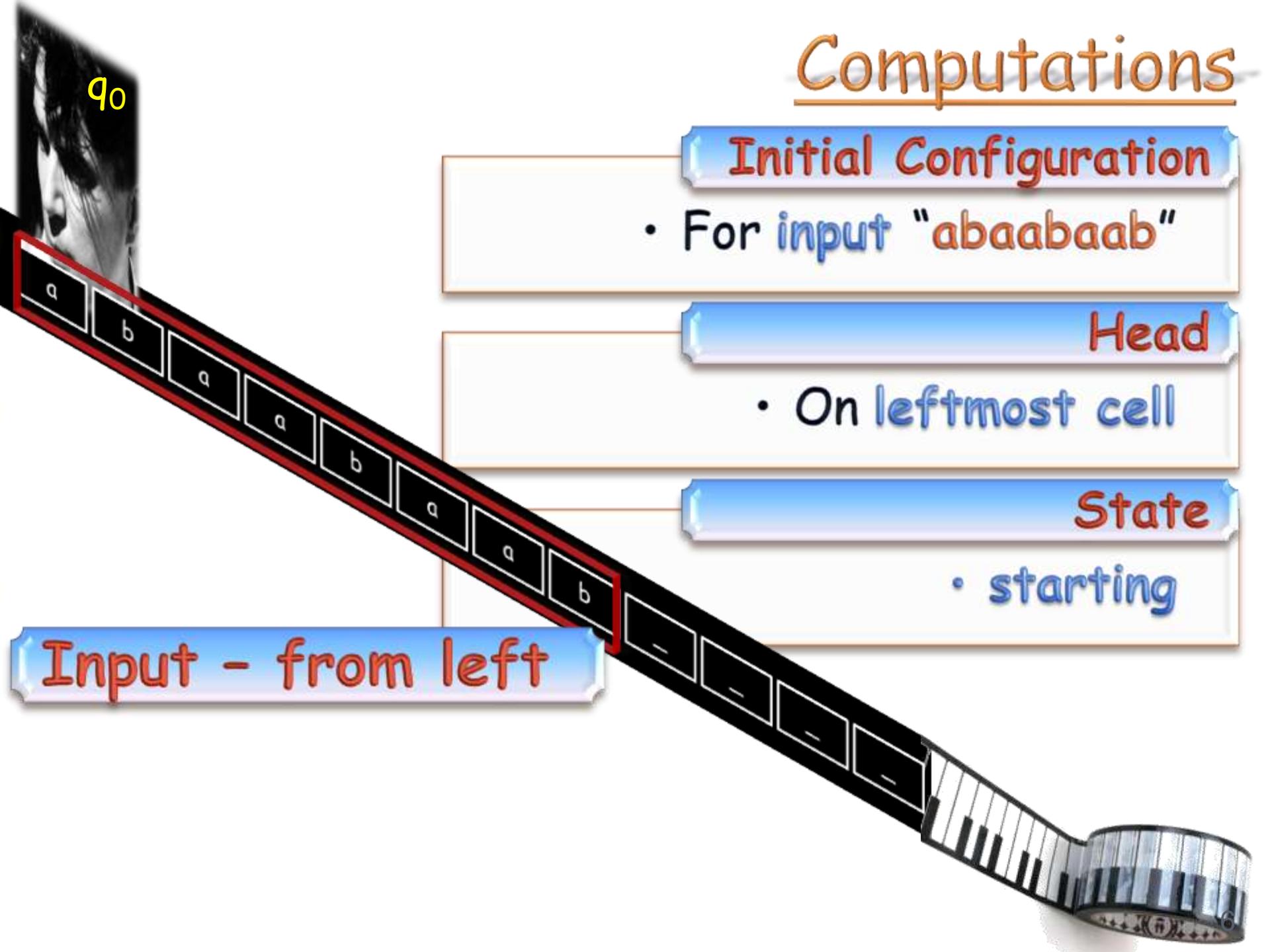
## Head

- On leftmost cell

## State

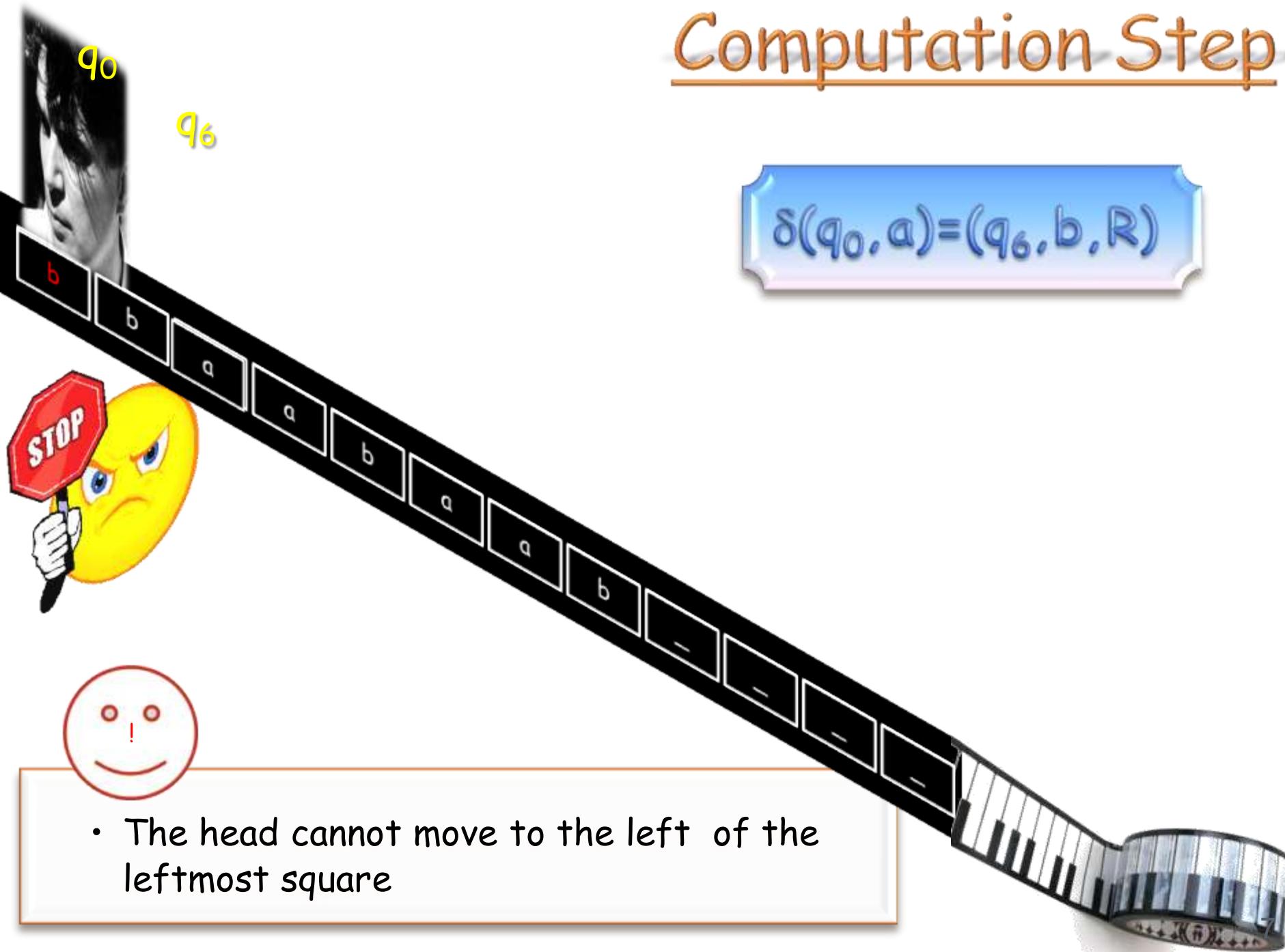
- starting

Input - from left



# Computation Step

$$\delta(q_0, a) = (q_6, b, R)$$



# Configurations

How many distinct configurations may a Turing machine that uses  $N$  cells have?

the  
content  
of the  
tape

the  
position  
of the  
head

the  
machine  
's state

$$|\Gamma|^N \times N \times |Q|$$

# My first TM

$L = \{a^n b^n c^n \mid n \geq 0\}$

Examples:

Member of  $L$ :  $aaabbbccc$

Non-Member of  $L$ :  $aaabbccccc$

$Q$

=  $\{q_0, q_1, q_2, q_3, q_4, q_{\text{accept}}, q_{\text{reject}}\}$

$\Sigma$

=  $\{a, b, c\}$

$\Gamma$

=  $\{a, b, c, \_, X, Y, Z\}$

$\delta$

specified next...

$q_0$

- the **start** state.



$q_{\text{acc}}$

$\in Q$  - the **accept** state.

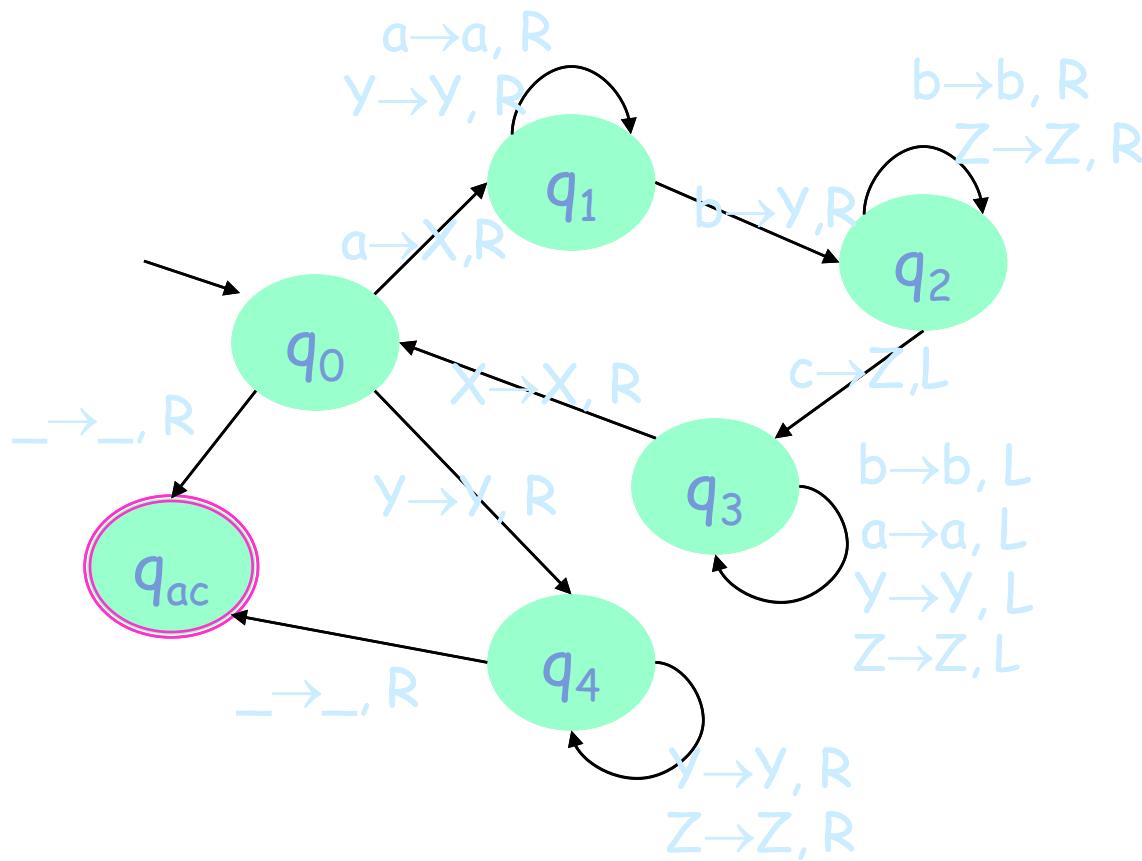


$q_{\text{rej}}$

$\in Q$  - the **reject** state.

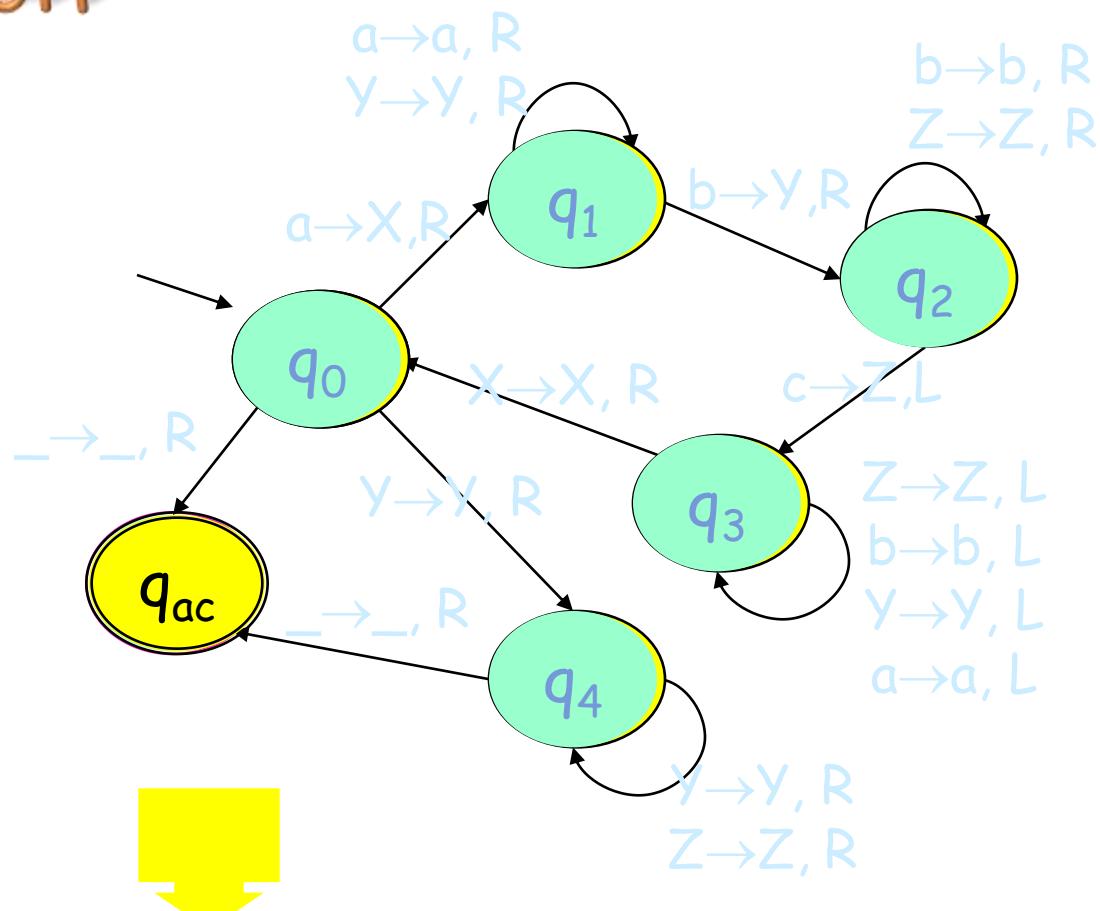


# The Transitions Function



transitions  
not specified  
here yield  
 $q_{\text{reject}}$

# Demonstration



# Equivalence between Types of TM

General:

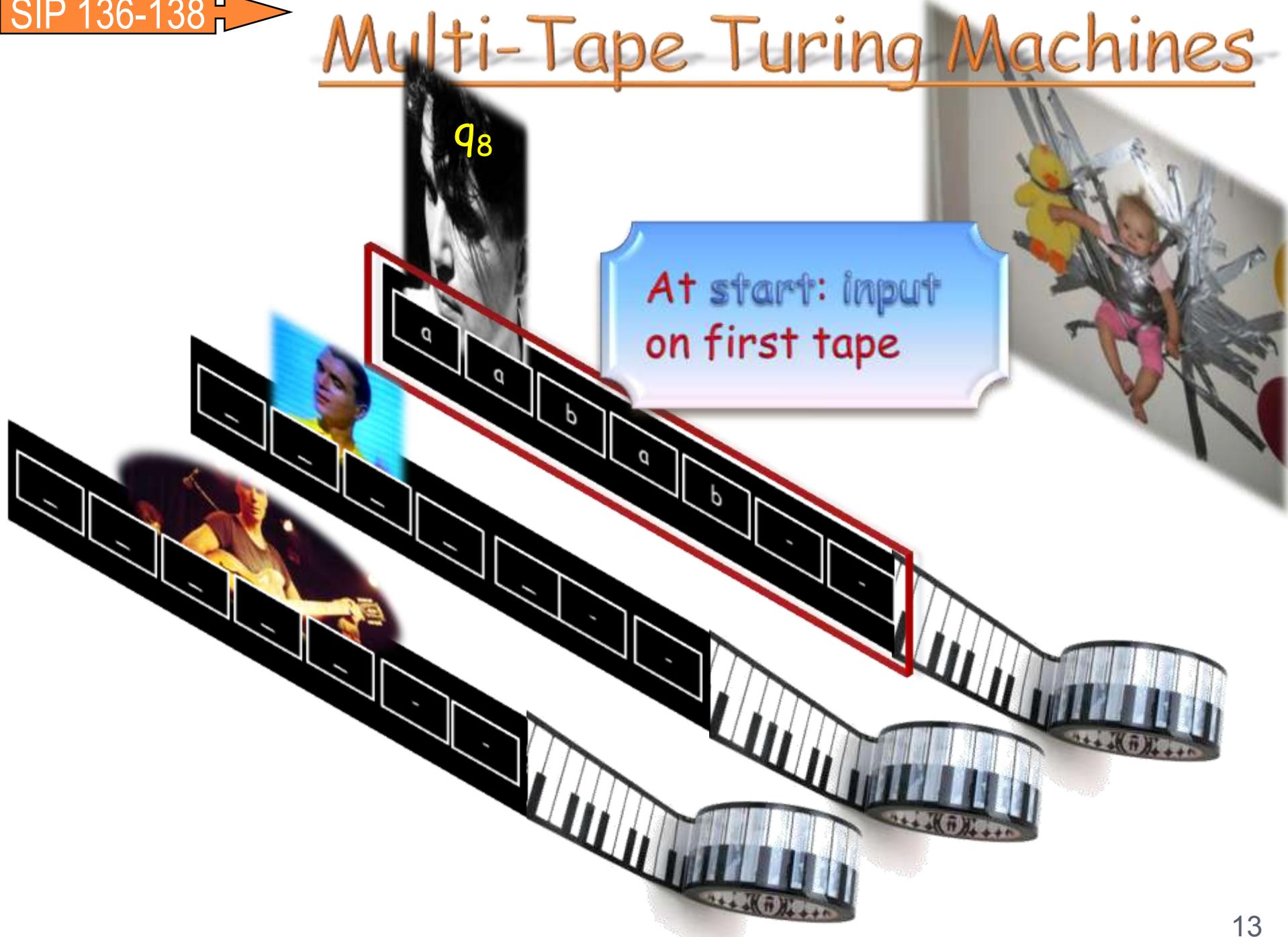
- Deterministic TMs are extremely powerful
- Ignoring polynomial blow-up in time/space, they are equivalent to many other models



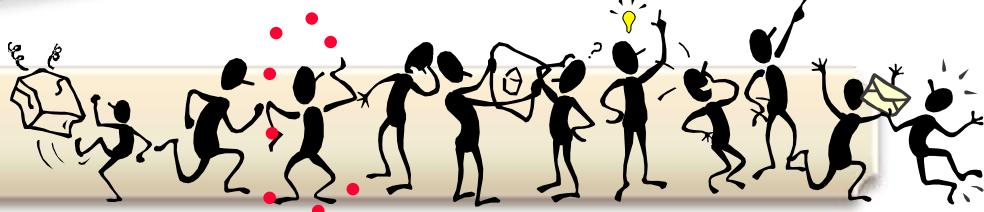
- Let us consider one such model in particular: **Multi-Tape TM**.

Next

# Multi-Tape Turing Machines



# Multi-Tape TMs

|                  |   |  |
|------------------|---|--|
| $Q$              | finite set of <b>states</b>   |    |
| $\Sigma$         | input <b>alphabet</b> : a finite set  | Excluding “ <b>-</b> ”   |
| $\Gamma$         | tape <b>alphabet</b>  | $\Sigma \subseteq \Gamma$ and $_ \in \Gamma$   |
| $\delta$         | $\delta: Q \times \Gamma^k \rightarrow Q \times (\Gamma \times \{L, R\})^k$ | the <b>transitions</b> of $k$ -the number of tapes- is some <b>constant</b>          |
| $q_0$            | start state   |    |
| $q_{\text{acc}}$ | $\in Q$ accept state  |  |
| $q_{\text{rej}}$ | $\in Q$ reject state  |   |

$q_{\text{reject}} \neq q_{\text{accept}}$



# The Church-Turing Hypothesis

## Theorem:

- Multi-tape machines are polynomially equivalent to single-tape machines.♦

## Hypothesis:

- We can state a much stronger claim concerning the robustness of the Turing machine model:



Intuitive notion  
of algorithm



Turing machine

Next:

- Let us now consider a **non realistic** computational model:  
**NONDETERMINISTIC**

Which:

- can be simulated by **D<sub>T</sub>M<sub>s</sub>**
- However, with an **exponential blowup in time.**



# Non-deterministic Turing Machines

$Q$

finite set of states



$\Sigma$

input alphabet: a finite set

Excluding “-”

$\Gamma$

tape alphabet

$\Sigma \subseteq \Gamma$  and  $_ \in \Gamma$

$\delta$

$\delta: Q \times \Gamma \rightarrow P(Q \times \Gamma \times \{L, R\})$  - transitions

power set  
 $P(A) = \{B \mid B \subseteq A\}$

$q_0$

start state



$Q_{acc}$

accept state



$Q_{rej}$

reject state



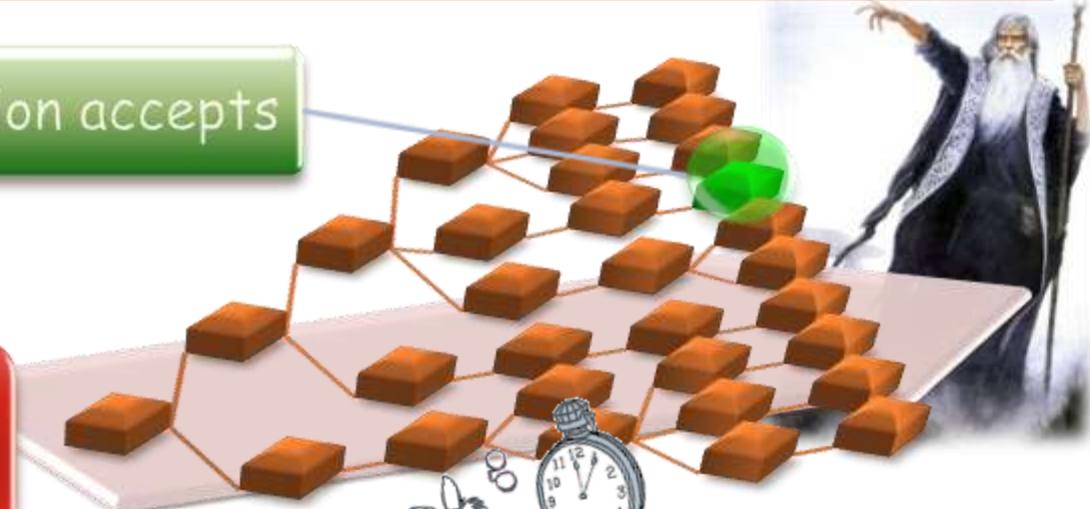
$q_{reject} \neq q_{accept}$



# Deterministic vs. Nondeterministic

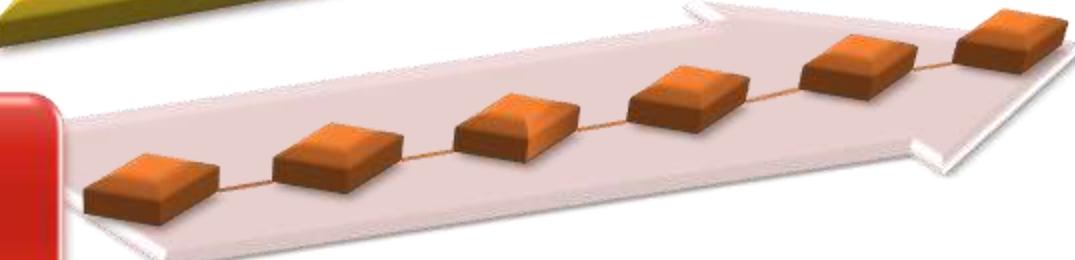
accepts if any computation accepts

Non-deterministic  
computation tree



Time

Deterministic  
computation



# Witness Verification Program

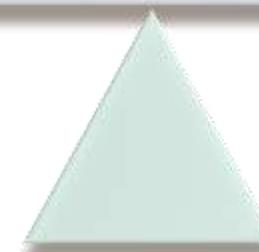


Nondet.  
TM

magically  
guess  
which  
transitions  
to take to  
eventually  
accept if  
possible

A  
verifier

Verifies a  
witness to  
the fact  
that  $x$  is in  
 $L$



# Nodeterministic

## Guess

Traverse from s  
to t

A prime  
factorization

Isomorphism

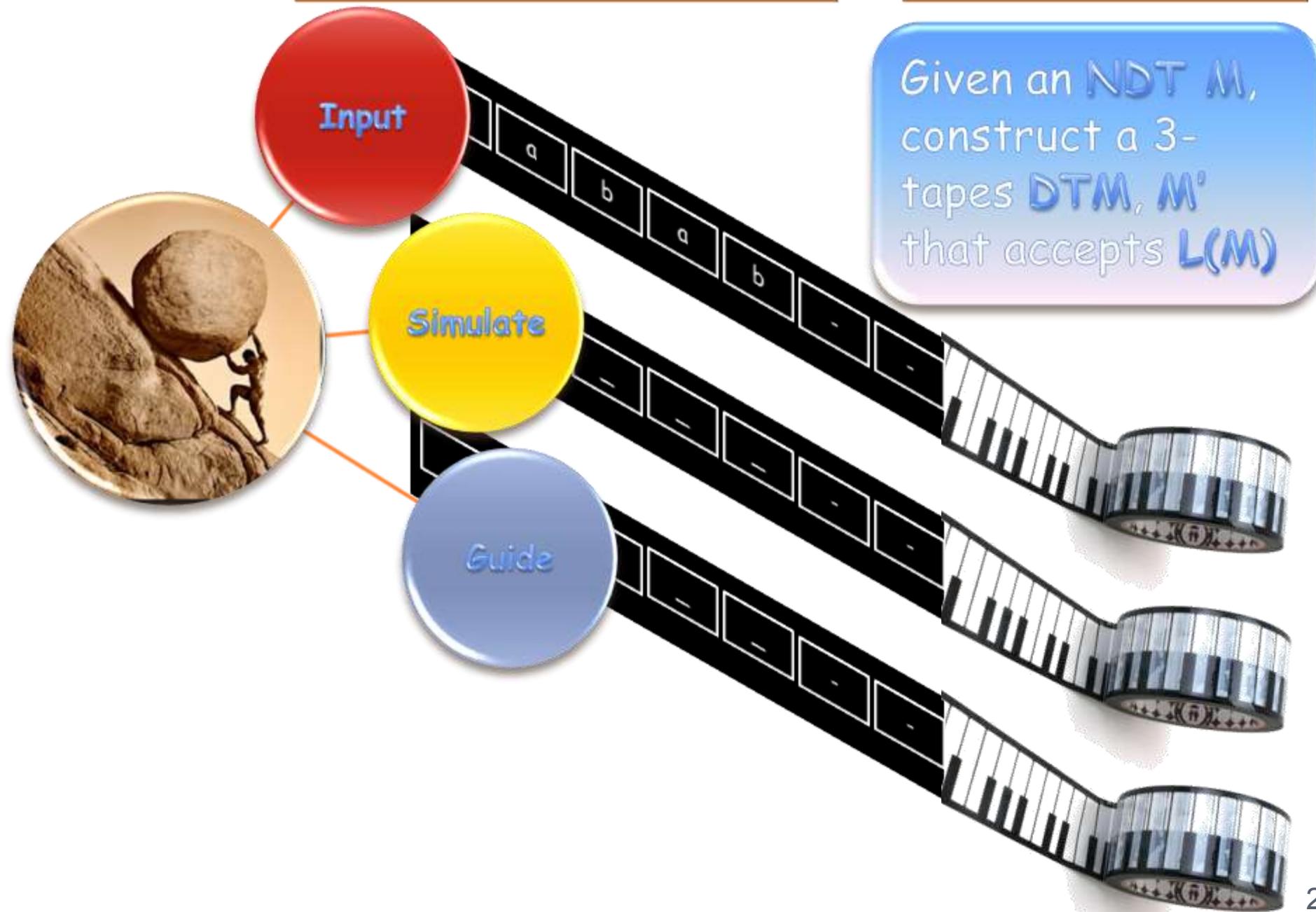
## Verify

Is it a path from  
s to t?

Are primes whose  
product = N

Does  $\pi$  transform  
 $G$  into  $G'$ ?

# Non-deterministic $\rightarrow$ Deterministic



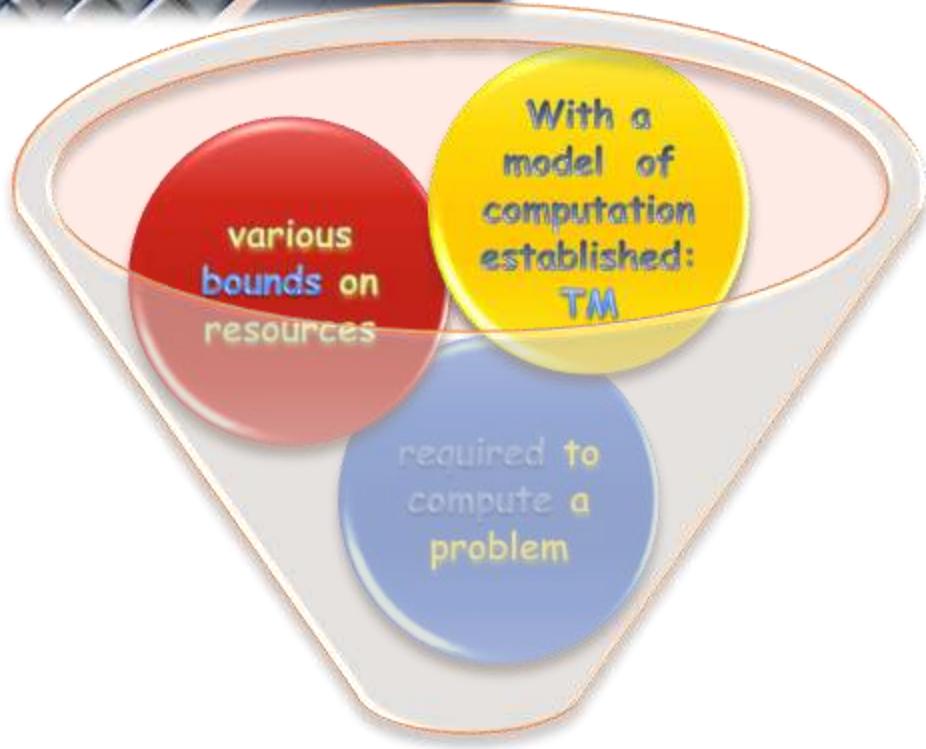
Let number of transition  $\leq h$   
Nondeterministic time  $\leq t(n)$

## Simulation

- 1 Write 0 on the **guide** tape
- 2 Copy the **input** to the **simulation** tape
- 3 Simulate M: choose each transition by the corresponding **digit** on the **guide** tape (if valid)
- 4 Accept if **M** accepts
- 5 Add 1 to the number on the **guide** tape (in base **h**)  
If reached  $h^{t(n)} + 1$  – reject
- 6 Go to step 2



# Complexity Classes



define **Complexity classes**



# Time-Complexity

## Definition:

- Let  $t: \mathbb{N} \rightarrow \mathbb{N}$  be a complexity function

## Deterministic time:

$\text{TIME}[t(n)] \equiv \{L \mid L \text{ decided by } O(t(n))\text{-time deterministic TM}\}$

## Nondeterministic time:

$\text{NTIME}[t(n)] \equiv \{L \mid L \text{ decided by } O(t(n))\text{-time non deterministic TM}\}$

## Det. Polynomial time:

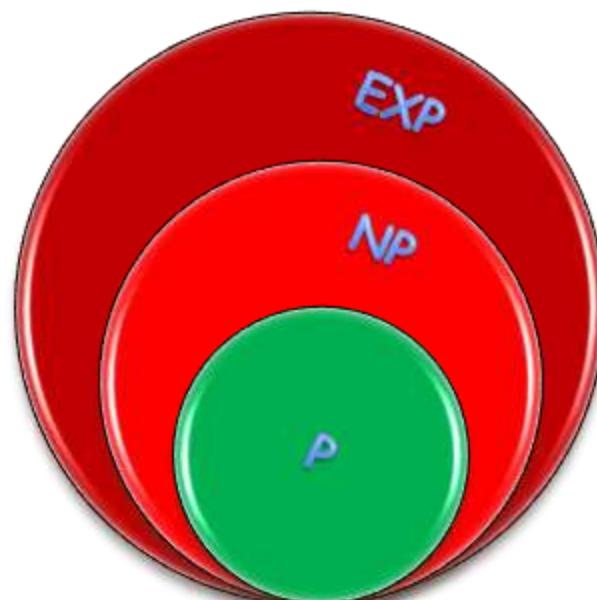
$$P \equiv \bigcup_k \text{TIME}[n^k]$$

## Nondet. Polynomial time:

$$NP \equiv \bigcup_k \text{NTIME}[n^k]$$

## Det Exponential time:

$$EXP \equiv \bigcup_k \text{TIME}[e^{n^k}]$$



# Space-Complexity

## Definition:

- Let  $t: \mathbb{N} \rightarrow \mathbb{N}$  be a complexity function

## Deterministic space:

$\text{SPACE } [t(n)] \cong \{L \mid L \text{ decided by } O(t(n))\text{-space deterministic TM}\}$

## Nondeterministic space:

$\text{NSPACE } [t(n)] \cong \{L \mid L \text{ decided by } O(t(n))\text{-space non deterministic TM}\}$

## Det. Log space:

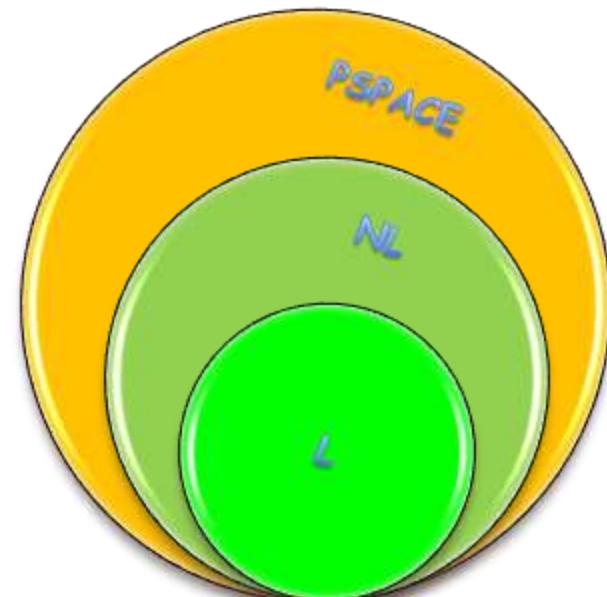
$$L \equiv \text{SPACE } [\log(n)]$$

## Nondet. Log space:

$$NL \equiv \text{NSPACE } [\log(n)]$$

## Det polynomial space:

$$\text{PSPACE} \equiv \bigcup_k \text{SPACE } [n^k]$$



# Space vs. Time

## Claim:

- $P \subseteq PSPACE$

## Proof:

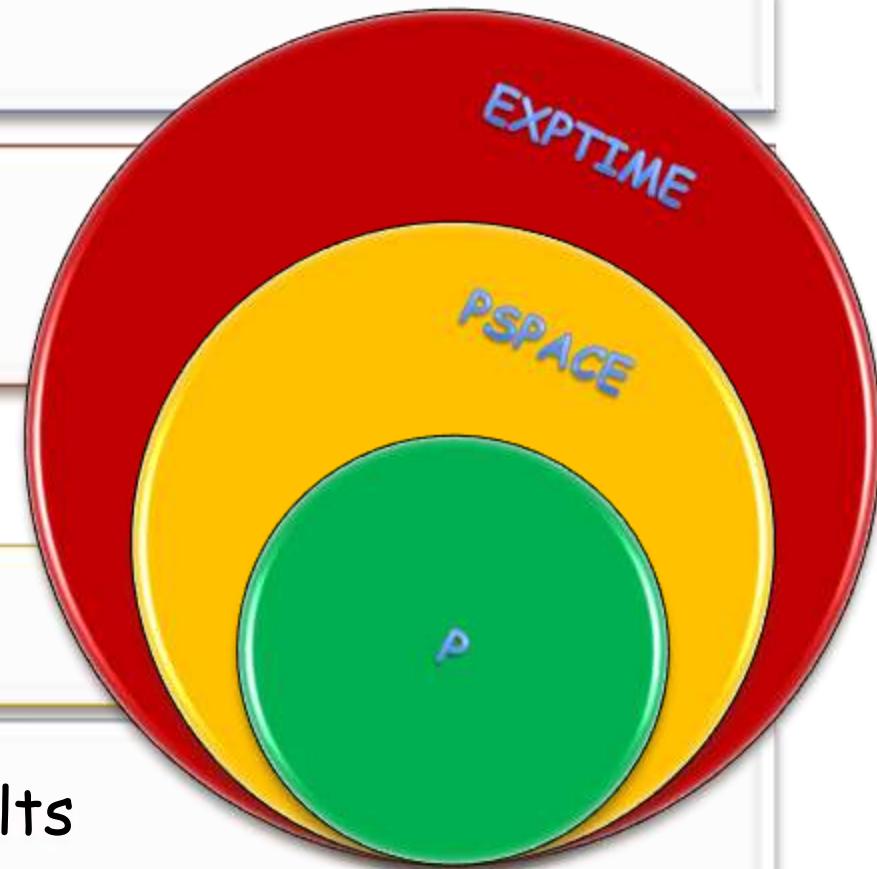
- a **TM** that runs  $t(n)$  steps uses at most  $t(n)$  space ■

## Claim:

- $PSPACE \subseteq EXPTIME$

## Proof:

- a deterministic run that halts must avoid repeating a configuration  $\Rightarrow$
- its running time is bounded from above by the number of configurations the machine has
- which, for a **PSPACE** machine, is exponential ■



# Name the Class



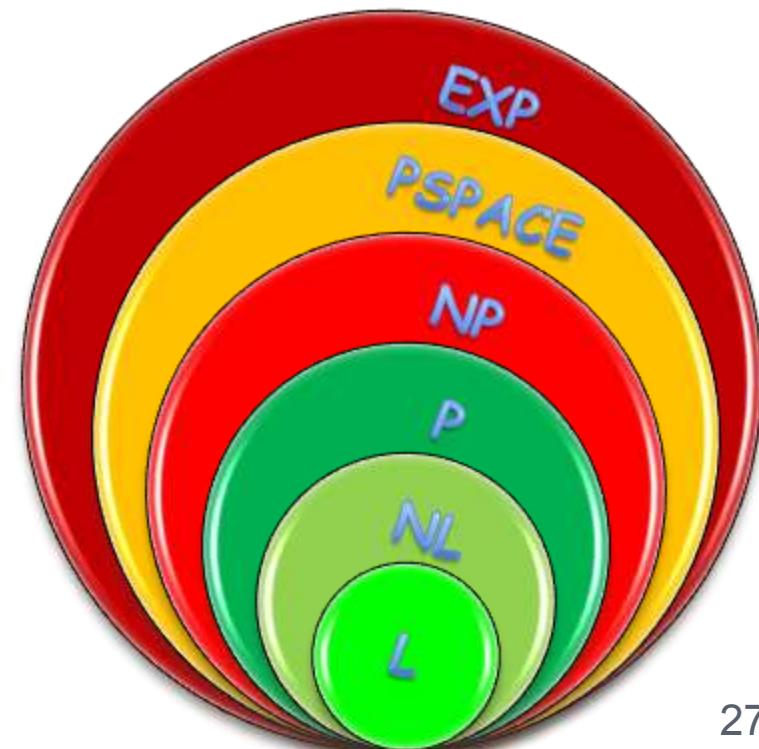
$a^n b^n c^n$

Minimum  
Spanning  
Tree

Seating:  
Hamiltonian  
Cycle

Tour:  
Hamiltonian  
Path

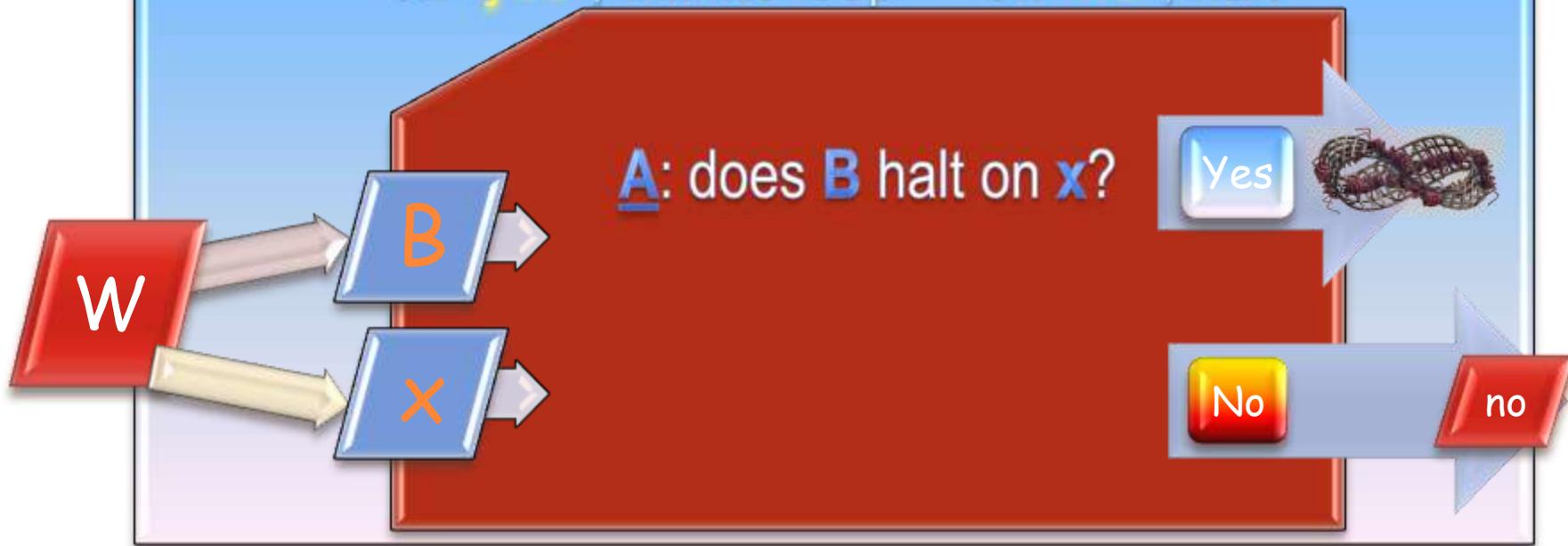
Halting  
Problem





# Halting Problem is Undecidable

**C**: duplicate input and call **A** on copies;  
on “**yes**”, infinite loop --- on “**no**”, halt

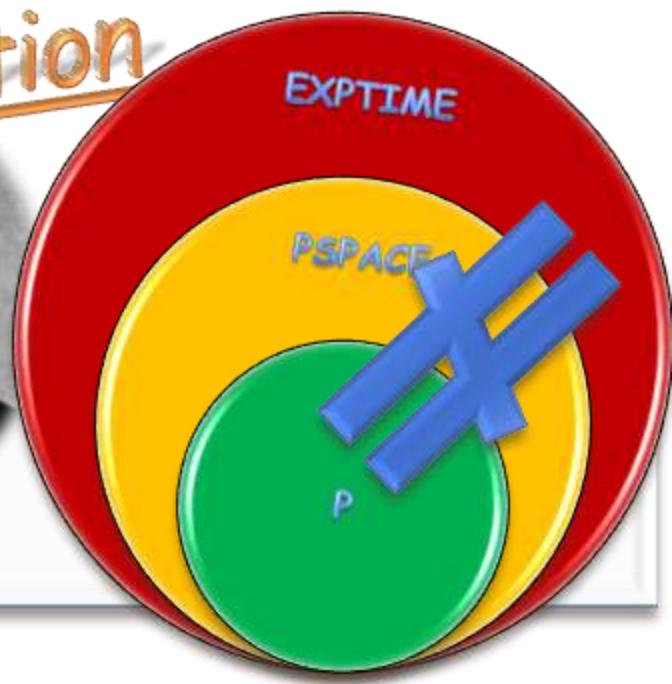


Run **C** on (the representation of) **C**  $\Rightarrow$  contradiction

# Diagonalization

## Theorem:

- $P \neq EXPTIME$



## Proof:

- We construct a language  $L \in EXPTIME$ , which, however, is not accepted by any **TM** running in polynomial time:

$$L \cong \{x \mid x = \langle M \rangle \# 1^c \# 1^e \#, M \text{ doesn't accept } x \text{ within } c|x|^e \text{ time}\}$$

# P vs EXPTIME

$L \cong \{x \mid x = \langle M \rangle \# 1^c \# 1^e \#, M \text{ doesn't accept } x \text{ within } c|x|^e \text{ time}\}$

## Lemma:

- $L \in \text{EXPTIME}$

## Proof:

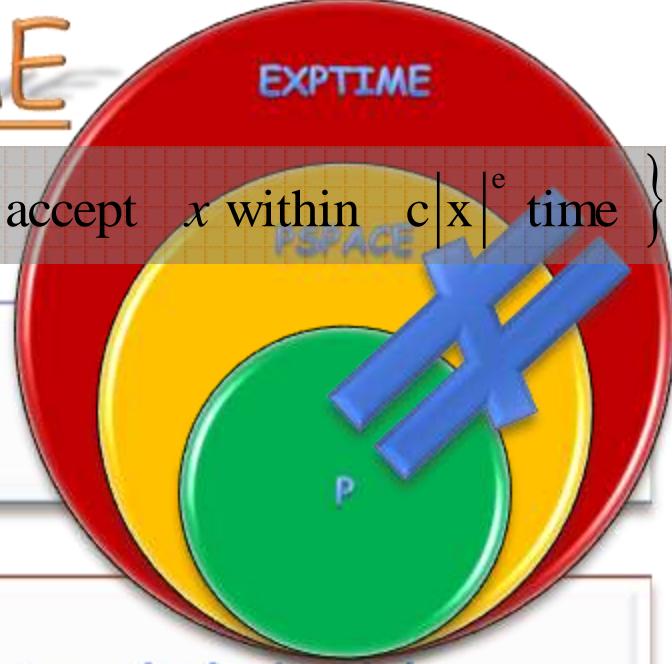
- in particular,  $L$  can be decided in time  $|x| \cdot |x|^{|x|}$

## Lemma:

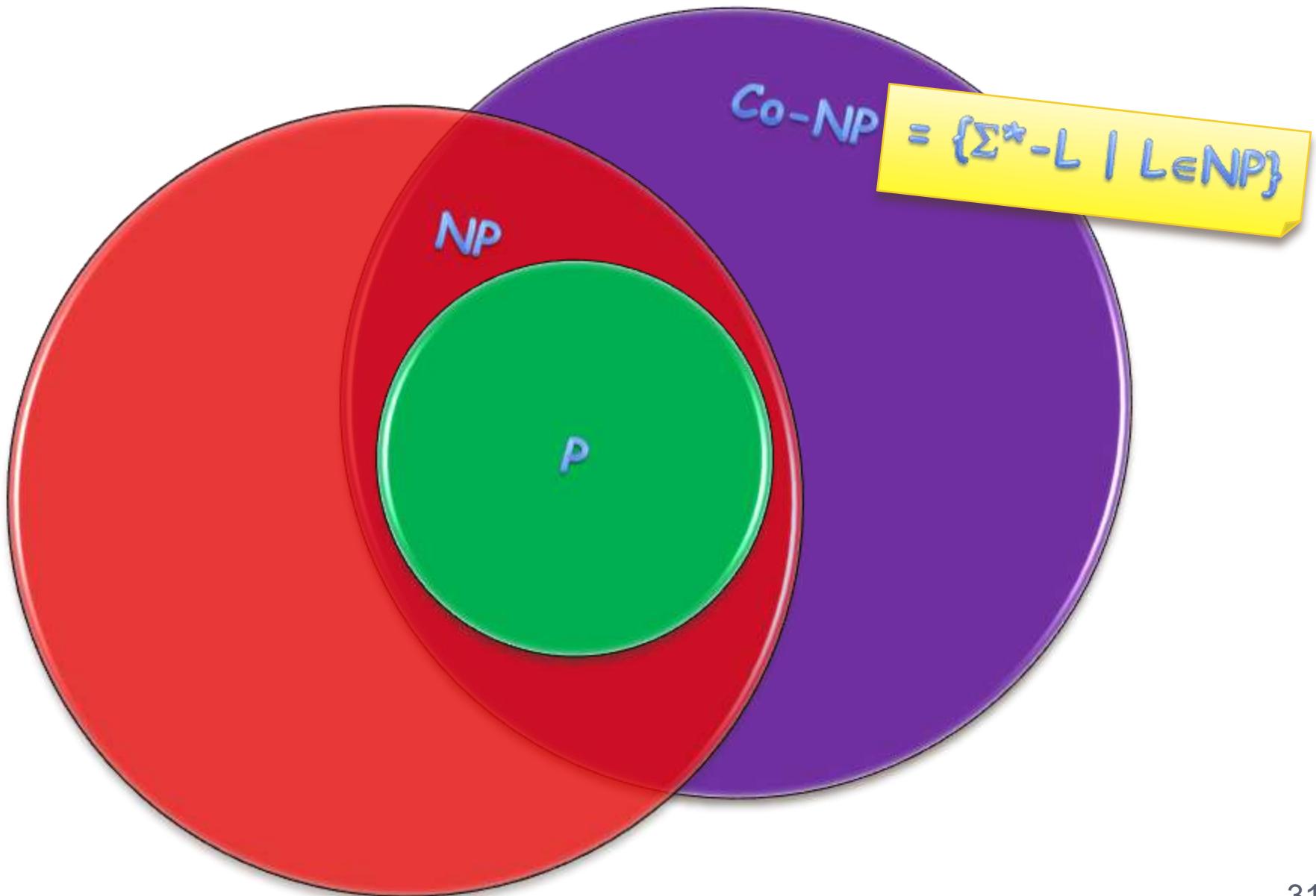
- $L \notin P$

## Proof:

- Assume a TM  $M$  that accepts  $x \in L$  in time  $c|x|^e \Rightarrow$  run it on the string " $\langle M \rangle \# 1^c \# 1^e \#$ "  $\Rightarrow$  contradiction



# P, NP and co-NP

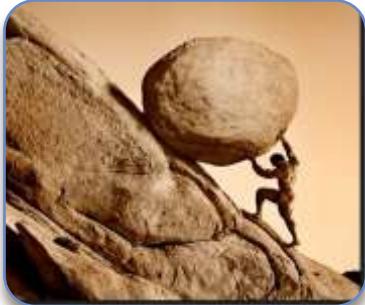


# Summary



presented two computational models:

1. deterministic Turing machines
2. non-deterministic Turing machines.



simulated **NTM** by **DTM**  
with an exponential  
blowup in time.

From now on: use  
pseudo-code  
instead of **TMs**



The Church-Turing hypothesis:  
Deterministic **TMs** equivalent to our  
intuitive notion of algorithms

# Defined complexity classes via bounds on TMs:

P

Polynomial time

NP

Nondeterministic Poly time

coNP

Complement of NP

EXPTIME

Exponential time

L

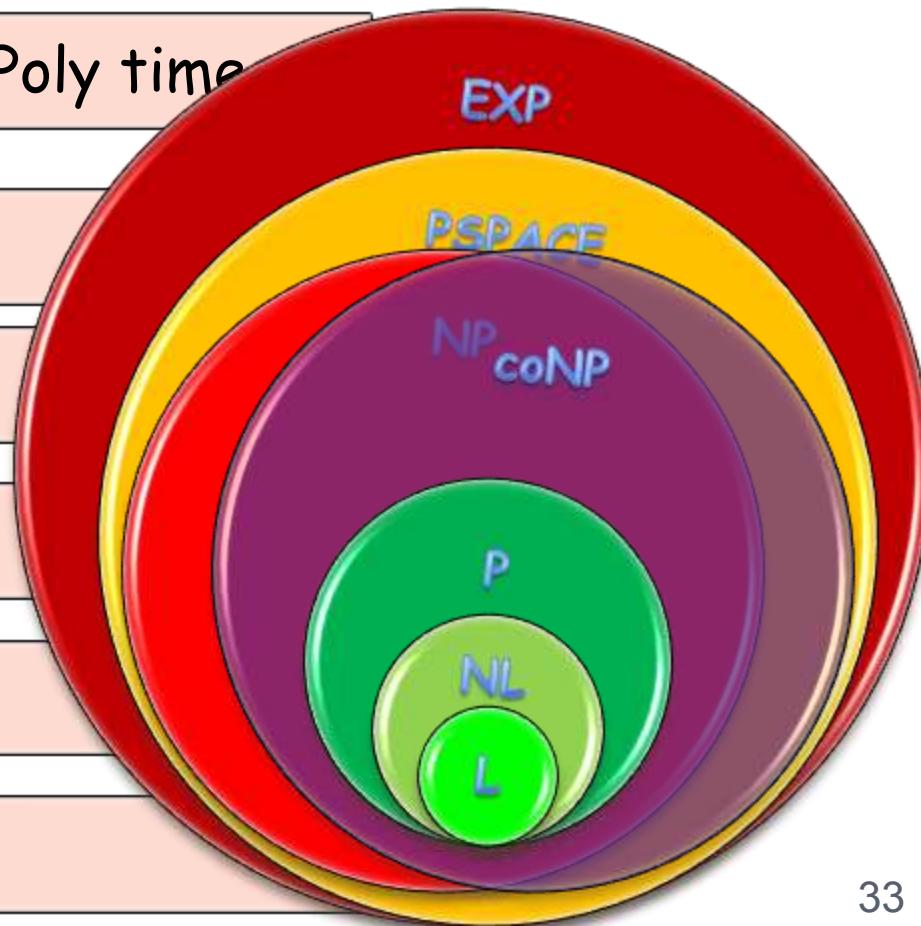
Logarithmic space

NL

Nondet. Log space

PSPACE

Polynomial Space



# WWindex

Turing  
Machine

Church-  
Turing  
Hypothesis

Complexity  
Theory

Halting  
Problem

Non  
Deterministic  
TM



Cantor, Georg

Complexity  
Classes

NP

co-NP



Hilbert, David

P

L

NL



Gödel, Kurt

EXPTIME

PSPACE



Turing, Alan



Church, Alonzo